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10/671,081

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Janani Janakiraman

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EXAMINER

VUU, HENRY

ART UNIT

PAPER NUMBER

2179

SHORTENED STATUTORY PERIOD OF RESPONSE	MAIL DATE	DELIVERY MODE
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3 MONTHS

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PAPER

Please find below and/or attached an Office communication concerning this application or proceeding.

If NO period for reply is specified above, the maximum statutory period will apply and will expire 6 MONTHS from the mailing date of this communication.

**Office Action Summary**

Application No.

10/671,081

Applicant(s)

JANAKIRAMAN ET AL.

Examiner

Henry Vuu

Art Unit

2179

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

**Period for Reply**

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

**Status**

- 1) ☒ Responsive to communication(s) filed on 25 September 2003.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

**Disposition of Claims**

- 4) ☒ Claim(s) 1-16 is/are pending in the application.
- 4a) Of the above claim(s) \_\_\_\_\_ is/are withdrawn from consideration.
- 5) ☐ Claim(s) \_\_\_\_\_ is/are allowed.
- 6) ☒ Claim(s) 1-16 is/are rejected.
- 7) ☐ Claim(s) \_\_\_\_\_ is/are objected to.
- 8) ☐ Claim(s) \_\_\_\_\_ are subject to restriction and/or election requirement.

**Application Papers**

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☒ The drawing(s) filed on 25 September 2003 is/are: a) ☒ accepted or b) ☐ objected to by the Examiner.
- Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
- Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

**Priority under 35 U.S.C. § 119**

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some \* c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
  2. ☐ Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

\* See the attached detailed Office action for a list of the certified copies not received.

**Attachment(s)**

- |   |   |
|---|---|
| 1) <input checked="" type="checkbox"/> Notice of References Cited (PTO-892)   | 4) <input type="checkbox"/> Interview Summary (PTO-413)<br>Paper No(s)/Mail Date. _____ |
| 2) <input type="checkbox"/> Notice of Draftsperson's Patent Drawing Review (PTO-948)                                  | 5) <input type="checkbox"/> Notice of Informal Patent Application                       |
| 3) <input checked="" type="checkbox"/> Information Disclosure Statement(s) (PTO/SB/08)<br>Paper No(s)/Mail Date _____ | 6) <input type="checkbox"/> Other: _____  |

## DETAILED ACTION

### *Specification*

The disclosure is objected to because of the following informalities: Related application numbers on Page 1 and Page 2 of Specification should be provided with proper U.S. Patent application numbers. Appropriate correction is required.

The specification is objected to as failing to provide proper antecedent basis for the claimed subject matter. See 37 CFR 1.75(d)(1) and MPEP § 608.01(o). Correction of the following is required: Claims 6 – 10 claim a "**computer readable media**" encoded with software, but does not provide proper antecedent basis for the claimed subject matter.

### *Claim Rejections - 35 USC § 101*

35 U.S.C. 101 reads as follows:

Whoever invents or discovers any new and useful process, machine, manufacture, or composition of matter, or any new and useful improvement thereof, may obtain a patent therefor, subject to the conditions and requirements of this title.

Claims 6 – 10 are rejected under 35 U.S.C. 101 because the claimed invention is directed to non-statutory subject matter. The claimed invention does appear to not fall within at least one of the four categories of patent eligible subject matter recited in 35 U.S.C. 101 (process, machine, manufacture, or composition of matter) as disclosed in the specification "computer program tangibly embodied in an information carrier, e.g., in a propagated signal. Signals carrying instructions or other functional descriptive material

or a computer program per se is not included in one of the statutory categories of invention, more information about this matter is covered in the Annex IV of the Interim Guidelines for Subject matter Eligibility. Note: the specification appears to claim non-statutory subject matter (see e.g., para. [0050] – [0051]).

### ***Claim Rejections - 35 USC § 103***

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 1 – 16 are rejected under 35 U.S.C. 103(a) as being unpatentable over Said et al. (Publication No. 2004/0143430) in view of Kredo et al. (Patent No. 6,876,728).

As to independent claim 1, Said et al. teaches a computer-implemented method of communicating (see e.g., para. [0003], line 7; i.e., Instant Messenger (IM) is used for communication on a computer or portable device) emotional aspects (see e.g., para. [0014]; i.e., keystrokes, pull-down menus, voice commands, special gestures, handwritten symbols are used to indicate emotional content) associated with a communication session from a first person to a second person (see para. [0012], lines 7 – 9; i.e., Instant Messenger (IM) software is used between two people interacting in real time over the Internet), wherein the method comprises the steps of receiving one or more emotional characteristic indicators (see e.g., [0029], lines 5 – 8; i.e., emoticons,

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such as smiley-faces, indicating happiness or laughter, are used in instant messaging situation, wherein instant messaging programs comprises sending a message from a first person to a second person) from at least one emotional content analyzer system (see e.g., para. [0020]; i.e., the emotional content analyzer corresponds to using cameras, moving lights, instrumented gloves, styli, position trackers, etc. to analyze and recognize gestures and sign language) as the result of at least one emotional content analysis (see e.g., para. [0033]; i.e., Virtual Sign Language (vSL) is a method of analyzing physical gestures or sign languages inputted by a user, wherein the output can be modeled by a computer-generated human model expressing emotional content, such as frowning or smiling on the virtual computer-generated human model) performed on said communication session from said first person (see e.g., para. [0003], lines 1 – 8; i.e., DEAF-core technology can be used in conjunction with Instant Messenger (IM) software, wherein Instant Messenger programs are used for communication between one or more people), determining an overall emotional state for said first person (see e.g., para. [0033], lines 6 – 16; i.e., when using Virtual Sign Language (vSL) during a communication session, basic animation are strung together in a complete video clip of an emoticon or a computer generated person to represent the overall emotional state of the first person), generating one or more electronic symbols representing said overall emotion (see e.g., para. [0033], lines 6 – 16; i.e., the generated emoticon or computer-generated person, accompanied by facial aspects, such as frowning or smiling, will represent the overall emotional aspects of the first person), said electronic symbols being interpretable by said second person (see e.g., para. [0033], lines 1 – 3; i.e., the

second person corresponds to the person receiving the output in an instant messaging session), and presenting (see e.g., para. [0013]; i.e., DEAF-core technology converts inputted data into recognizable information for a person with disabilities, such as displaying emoticons, computer-generated human model, etc. on a monitor) said electronic symbols to said second person in association with said communication session (see para. [0003], lines 1 – 8 and para. [0033]; i.e., the electronic symbol corresponds to the animated emoticon/avatar and computer-generated human model during an instant messaging session). Said et al. does not specifically mention a method to identify a first and second person. Kredo et al. teaches identifying a first and second person (see e.g., col. 5, lines 6 – 14 and col. 5, lines 28 – 35; i.e., identifying a first and second person corresponds to a profile used to govern communication between user A and user B, wherein the profile includes type of personality, nationality, ethnicity, emotion, etc.). Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the computer-implemented method of communicating emotional aspects associated with a communication session from a first person to a second person of Said et al. with identifying a first and second person of Kredo et al. because the profile associated with the specific user is used to govern communications between other users, wherein the profile has a plurality of options to express the users emotions (see e.g., Fig. 2 – 4 and col. 5, lines 9 – 12).

As to dependent claim 2, this claim is analyzed with respect to claim 1 as previously discussed above. Said et al. teaches computer-implemented method of receiving results of at least one emotional content analysis (see e.g., para. [0020], line

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1; i.e., receiving at least one emotional content analysis corresponds to a Sign Language Recognition (SLR) system used for analyzing gestures and sign language) comprises receiving the results of a process selected from the group of a hand gesture recognizer (see e.g., para. [0020]; i.e., Sign Language Recognition (SLR) is used to analyze and recognize gestures and sign language for further conversion of emotional characteristics to be integrated with avatars, emoticons, or computer-generated human model), a body movement recognizer (see e.g., para. [0020]), a voice pitch analyzer (see e.g., para. [0022], lines 13 – 18; i.e., American Speech Recognition (ASR) is used to analyze and recognize a users voice volume), and a facial expression recognizer (see e.g., para. [0017], lines 1 – 4; i.e., Galvanic Skin Response (GSR) is a form of biofeedback recognition used to process facial movements and characteristics).

As to dependent claim 3, this claim is analyzed with respect to claim 1 as previously discussed above. Said et al. teaches determining an overall emotional state of a user (see e.g., para. [0033], lines 6 – 16; i.e., the overall emotion and expression of a user can be basic units of animation, which are strung together into a complete animated emoticon, avatar, computer-generated human model, that can visually express the user's emotions). Said et al. does not specifically mention identifying a first person, comprising accessing an electronic cultural profile for said first person to assist in determining said overall emotional state. Kredo et al. teaches identifying a first person (see e.g., col. 4, lines 51 – 57; i.e., a profile is established by an individual user to facilitate instant messaging), comprising accessing an electronic cultural profile (see e.g., Fig. 2 – 4 and col. 5, lines 28 – 42; the cultural profile corresponds to the user

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establishing a user profile, which may include volume for conveying a message, personality, nationality, ethnicity, emotion, etc.) for said first person to assist in determining said overall emotional state (see e.g., col. 5, lines 50 – 64; i.e., the profile established by the user will be used as a predefined profile for determining the overall emotional state of a user). Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate determining the overall emotional state of a user of Said et al. with identifying a first person, comprising accessing an electronic cultural profile for said first person to assist in determining said overall emotional state of Kredo et al. because the profile established to determine the overall emotional state of a user can output related emoticon in the same color (see e.g., para. Col. 5, lines 65 – 67 and col. 6, lines 1 – 15; i.e., the profile could define all sadness related text to be provided in the color blue, or all angry emotions to be portrayed in red, wherein the color of the emoticons allow the recipients of the message to easily recognize the characteristics associated with the sender).

As to dependent claim 4, this claim is analyzed with respect to claim 1 as previously discussed above. Said et al. teaches determining an overall emotional state of a user (see e.g., para. [0033], lines 6 – 16; i.e., the overall emotion and expression of a user can be basic units of animation, which are strung together into a complete animated emoticon, avatar, computer-generated human model, that can visually express the user's emotions). Said et al. does not specifically mention identifying a second person, comprising accessing an electronic cultural profile for said second person to assist in determining appropriate electronic symbols to accurately represent



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the overall emotional state of said first to said second person. Kredo et al. teaches identifying a second person (see e.g., col. 1, lines 25 – 37 and col. 4, lines 51 – 57; i.e., a buddy list is a list of contacts that is associated with the user, wherein each user on a buddy list has a unique user ID and user profile to distinguish one user from another), comprising accessing an electronic cultural profile (see e.g., Fig. 2 – 4; i.e., phase selection profile corresponds to the electronic cultural profile) for said second person to assist in determining appropriate electronic symbols to accurately represent the overall emotional state of said first to said second person (see e.g., col. 5, lines 43 – 54; i.e., a predefined profile is used to determine the appropriate electronic symbol to represent the overall emotional state). Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate determining the overall emotional state of a user of Said et al. with identifying a second person, comprising accessing an electronic cultural profile for said second person to assist in determining appropriate electronic symbols to accurately represent the overall emotional state of said first to said second person of Kredo et al. because the profile established to determine the overall emotional state of a user can output related emoticon in the same color (see e.g., para. Col. 5, lines 65 – 67 and col. 6, lines 1 – 15; i.e., the profile could define all sadness related text to be provided in the color blue, or all angry emotions to be portrayed in red, wherein the color of the emoticons allow the recipients of the message to easily recognize the characteristics associated with the sender).

As to dependent claim 5, this claim is analyzed with respect to claim 1 as previously discussed above. Said et al. teaches generating one or more electronic

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symbols corresponding to said overall emotional state (see e.g., para. [0033], lines 8 – 16; i.e., the electronic symbol corresponds to animated emoticons (visiemes) or a computer-generated human model, in which both methods display overall emotional characteristics, such a frowning or smiling), comprising a graphical emoticon (see e.g., para. [0033], lines 6 – 10; i.e., animated avatar and computer-generated human model), text highlighting methods (see e.g., 19 – 20; text display includes highlighting), text underlining methods (those skilled in the art would appreciate document processing techniques inherently include text modification methods, such as underlining text), bolding methods (see e.g., para. [0029], lines 3 – 5; i.e., the text during the rendering of the output can be bolded), one or more signals for a Telephone Terminal for the Deaf system (see e.g., para. [0033], lines 1 – 3; i.e., Virtual Sign Language (vSL) is used for non-text visual output, such as gestures and sign language), and a Braille code (see e.g., para. [0027] and para. [0031]; i.e., electronic Braille (eBRL) corresponds to computer instructions that vibrate a series of small pins in real-time). Said et al. does not specifically mention a list of text-based emoticon. Kredo et al. teaches a list of text-based emoticons (see e.g., Fig. 4; i.e., the phase selection profile is used to select from a list of text-based emoticons that is associated with particular text). Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate generating one or more electronic symbols corresponding to said overall emotional state, comprising a graphical emoticon, text highlighting methods, text underlining methods, bolding methods, one or more signals for a Telephone Terminal for the Deaf system, and a Braille code of Said et al. with a list of text-based emoticons

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because the profile established to determine the overall emotional state of a user can output related emoticon in the same color (see e.g., para. Col. 5, lines 65 – 67 and col. 6, lines 1 – 15; i.e., the profile could define all sadness related text to be provided in the color blue, or all angry emotions to be portrayed in red, wherein the color of the emoticons allow the recipients of the message to easily recognize the characteristics associated with the sender).

As to independent claim 6, claim 6 differs from claim 1 only in that claim 6 is an apparatus claiming a computer readable media (see e.g., para. [0048], lines 1 – 4; i.e., a server-based distributed model is used to deliver information to the client device, wherein the client downloads the information from a central server) containing executable instructions (see e.g., para. [0050], lines 4 – 9; i.e., executable instructions corresponds to DEAF-core software) that when executed causes a processor (see e.g., para. [0049], lines 4 – 8; i.e., the processor of a cell phone is sued to execute the computer instructions obtained from the server) to perform the step/method of claim 1. Thus, claim 6 is analyzed as previously discussed with respect to claim 1 above.

As to dependent claim 7, claim 7 differs from claim 2 only in that claim 7 is an apparatus claiming a computer readable media (see e.g., para. [0048], lines 1 – 4; i.e., a server-based distributed model is used to deliver information to the client device, wherein the client downloads the information from a central server) containing executable instructions (see e.g., para. [0050], lines 4 – 9; i.e., executable instructions corresponds to DEAF-core software) that when executed causes a processor (see e.g., para. [0049], lines 4 – 8; i.e., the processor of a cell phone is sued to execute the

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computer instructions obtained from the server) to perform the step/method of claim 2.

Thus, claim 7 is analyzed as previously discussed with respect to claim 2 above.

As to dependent claim 8, claim 8 differs from claim 3 only in that claim 8 is an apparatus claiming a computer readable media (see e.g., para. [0048], lines 1 – 4; i.e., a server-based distributed model is used to deliver information to the client device, wherein the client downloads the information from a central server) containing executable instructions (see e.g., para. [0050], lines 4 – 9; i.e., executable instructions corresponds to DEAF-core software) that when executed causes a processor (see e.g., para. [0049], lines 4 – 8; i.e., the processor of a cell phone is sued to execute the computer instructions obtained from the server) to perform the step/method of claim 3. Thus, claim 8 is analyzed as previously discussed with respect to claim 3 above.

As to dependent claim 9, claim 9 differs from claim 4 only in that claim 9 is an apparatus claiming a computer readable media (see e.g., para. [0048], lines 1 – 4; i.e., a server-based distributed model is used to deliver information to the client device, wherein the client downloads the information from a central server) containing executable instructions (see e.g., para. [0050], lines 4 – 9; i.e., executable instructions corresponds to DEAF-core software) that when executed causes a processor (see e.g., para. [0049], lines 4 – 8; i.e., the processor of a cell phone is sued to execute the computer instructions obtained from the server) to perform the step/method of claim 4. Thus, claim 9 is analyzed as previously discussed with respect to claim 4 above.

As to dependent claim 10, claim 10 differs from claim 5 only in that claim 10 is an apparatus claiming a computer readable media (see e.g., para. [0048], lines 1 – 4; i.e.,

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a server-based distributed model is used to deliver information to the client device, wherein the client downloads the information from a central server) containing executable instructions (see e.g., para. [0050], lines 4 – 9; i.e., executable instructions corresponds to DEAF-core software) that when executed causes a processor (see e.g., para. [0049], lines 4 – 8; i.e., the processor of a cell phone is used to execute the computer instructions obtained from the server) to perform the step/method of claim 5. Thus, claim 10 is analyzed as previously discussed with respect to claim 5 above.

As to independent claim 11, Said et al. teaches a system for communicating (see e.g., para. [0003], line 7; i.e., Instant Messenger (IM) is used for communication on a computer or portable device) emotional aspects (see e.g., para. [0014]; i.e., keystrokes, pull-down menus, voice commands, special gestures, handwritten symbols are used to indicate emotional content) of a communication session from a first person to a second person (see para. [0012], lines 7 – 9; i.e., Instant Messenger (IM) software is used between two people interacting in real time over the Internet), wherein the system comprises a recognizer (see e.g., para. [0033], lines 1 – 3; i.e., the system corresponds to the DEAF-core system which comprises a recognizer, wherein the recognizer corresponds to Virtual Sign Language (vSL)) input configured to receive results of at least one emotional content analyzer performed on said first person (see e.g., para. [0033]; i.e., DEAF-core system incorporating instant messaging and Virtual Sign Language (vSL), analyzes and recognizes gestures and sign language of a user), a symbol generator adapted to generate one or more symbols representing said overall emotion (see e.g., para. [0033], lines 8 – 16; i.e., Virtual Sign Language (vSL) analyzes

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the users gestures, wherein an animated avatar or computer-generated human model is used to represent the users overall emotions, such as frowning or smiling), said symbols being suitable for interpretation by said second person (see e.g., para. [0033], lines 1 – 3; i.e., Virtual Sign Language is useful for people to see gestures and other non-text visual output, wherein DEAF-core technology is used in conjunction with instant messaging software that enables a plurality of users to interact in real time), and a symbol merger (see e.g., para. [0029] and para. [0033], lines 13 – 16, lines 5 – 8; i.e., DEAF-core merges text and emoticons in an instant messaging situation, wherein American Sign Language (ASL) can be merged with Virtual Sign Language (vSL) to provide synchronization) for merging said generated symbols with said communication session (see e.g., para. [0028]; i.e., DEAF-core technology is implemented with instant messaging software, such as Accessible Instant Messenger which corresponds to a communication session) for presentation to said second person (see e.g., para. [0013]; i.e., DEAF-core technology converts inputted data into recognizable information for a person with disabilities, such as displaying emoticons, computer-generated human model, etc. on a monitor). Said et al. does not specifically mention a set of user ID's configured to identify a first person and a second person, an emotional state analyzer adapted to determine an overall emotional state for said first person relative to said first person's identity. Kredon et al. teaches a set of user ID's configured to identify a first person and second person (see e.g., col. 1, lines 25 – 37; i.e., a buddy list is a list of contacts that is associated with the user, wherein each user on a buddy list has a unique user ID and user profile to distinguish one user from another), and an emotional

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state analyzer adapted to determine an overall emotional state for said first person relative to said first person's identity (see e.g., Fig. 2 – 4 and col. 5, lines 55 – 64; i.e., the meaning of “hi” is associated with an emotional value of sadness, wherein the emotion is predefined in the users profile). Therefore, it would have been obvious to one of ordinary skill in the art at the time the invention was made to incorporate the system for communicating emotional aspects of a communication session from a first person to a second person of Said et al. with the set of user ID's configured to identify a first person and second person, and an emotional state analyzer adapted to determine an overall emotional state for said first person relative to said first person's identity of Kredo et al. because the profile associated with the specific user is used to govern communications between other users, wherein the profile has a plurality of options to express the users emotions (see e.g., Fig. 2 – 4 and col. 5, lines 9 – 12).

As to dependent claim 12, claim 12 incorporates substantially similar subject matter as claimed in claim 7 above, and are respectfully rejected along the same rationale.

As to dependent claim 13, claim 13 incorporates substantially similar subject matter as claimed in claim 8 above, and are respectfully rejected along the same rationale.

As to dependent claim 14, claim 14 incorporates substantially similar subject matter as claimed in claim 9 above, and are respectfully rejected along the same rationale.

As to dependent claim 15, claim 15 incorporates substantially similar subject matter as claimed in claim 10 above, and are respectfully rejected along the same rationale.

As to dependent claim 16, this claim is analyzed with respect to claim 1 as previously discussed above. Said et al teaches a symbol merger (see e.g., para. [0029] and para. [0033], lines 13 – 16, lines 5 – 8; i.e., DEAF-core merges text and emoticons in an instant messaging situation, wherein American Sign Language (ASL) can also be merged with a plurality of communication session, including Virtual Sign Language (vSL) to provide synchronization) is adapted to merge a communication session selected from the group of electronic mail message (see e.g., para. [0012], lines 4 – 5; i.e., e-mail), an online text chat (see e.g., para. [0012], line 5; i.e., instant messenger (IM) software), video conference (see e.g., para. [0033]), a online classroom, a captioned television broadcast, a multimedia presentation, and an open captioned meeting.

### ***Conclusion***

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Prior art Publication No. 2004/0179039 can be applicable and pertinent to applicant's disclosure. Prior art disclosed by Blattner et al. teaches communicating with a first and second person through the use of a messaging system utilizing animated avatars, and text based avatars.



***Inquiries***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Henry Vuu whose telephone number is (571) 270-1048. The examiner can normally be reached on 8-5.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Weilun Lo can be reached on (571) 272-4847. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

Henry Vuu

1/8/2007



**WEILUN LO**  
**SUPERVISORY PATENT EXAMINER**